What do u mean u looked at renhelp and it had nothing, there is a faq specifically just for this there .

This is from renhelp.net

Quote:You need to create a spawner for the vehicle OR create an instance of the vehicle on the map...

Create the waypath that you would like to use.

Record the Waypath start point, Waypath endpoint and the Waypath its self ID's.

Attach the "PDS_Test_Follow_Waypath" script to the vehicle or spawner object.

Fill in the appropriate settings on the script.

Next two sterps are most important!

Make SURE when you place the waypath, so that the vehicle has a DIRECT line of site to the start point, or else it will end up constantly driving into an obsticle in the wayl.

Place a HUMAN PATHFIND object in EACH base.

Then goto "PathFinding -> Generate" on the menu, and sit back and relax (Can take a while depending on the map and your computer)

Load up your map as a .pkg (for testing you should always start with .pkg), go into a 1 player LAN game, and watch the vehicle go

You can also add "M00_Base_Defense" script to the vehicle if you want them to fire, but they WILL stop if they kill something.